

AMENDMENTS TO THE SPECIFICATION:

Please amend this application on page 1, line 1, by inserting the following new paragraph:

This is a continuation of Application No. 09/806,436, filed October 31, 2001, which is a national-phase entry under 35 U.S.C. 371 of Int'l Application No. PCT/JP00/04184, filed June 26, 2000, each of which are incorporated herein by reference.

Please replace the paragraph beginning at page 1, line 10 with the following paragraph:

In keeping with the development of computer graphics technology, simulated devices and game devices are broadly supplied to the public without the distinction of business or domestic use. As a genre of these devices, there is a popular driving (race car) game for competing over time and number of rotations by moving [a] an automobile as an object on a course set in a virtual 3 dimensional space (game space).

Please replace the paragraph beginning at page 2, line 10 with the following paragraph:

The image displayed on the display depicts[,] not only the automobile of the player but also road signs etc. along with [a] background scenery. The player reads the running state from the contents of the road signs indicating curves etc. and from the moving conditions of the surrounding view, and controls acceleration and deceleration through the controllers (accelerating pedal, lever, shift lever, etc.)

Please replace the paragraph beginning at page 2, line 27 with the following paragraph:

In any case, when the predetermined time has passed, the game screen ceases and operation by the controller can not be continued thereafter. Here, what is called a continuation screen is simultaneously displayed. This continuation screen has a count down method and if the count down starts from 10 seconds for example, it is possible to continue the game from the time when the game ended, by newly inserting a coin before the 10 seconds pass.

Please replace the paragraph beginning at page 4, line 15 with the following paragraph:

Furthermore, in this invention, the player can better manage the game processing after the continuation of the game ~~more better~~ because, in the process of reproducing the game screen, the player operates the operating terminal and the inputs become effective to the game processing means gradually.

Please replace the paragraph beginning at page 4, line 22 with the following paragraph:

Fig. 1 is a block diagram of the game device according to [the] an embodiment of the present invention. Fig. 2 is a characteristic diagram indicating a basic structure of a controlling manner to continue the game processing. Fig. 3 is a diagram indicating the relationship between the amount of the operation of the game by the player and the game processing,

during the reproduction period of the game state history. Fig. 4 is an altered example of the diagram in Fig. 3. Fig. 5 is a basic structure of a continuation system of the game according to [the] other embodiments of the present invention.

Please replace the paragraph beginning at page 5, line 9 with the following paragraph:

Fig. 1 shows [a] an electrical schematic block diagram representation of this game device. The game device includes game processing board 10 as shown in the diagram. The devices such as operating device 11, display 12, speaker 13, and externally extending connector 14, are electrically connected to game processing board 10. The player can play the driving game by operating each of the devices in operating device 11 while watching the game screen displayed on display 12.

Please replace the paragraph beginning at page 5, line 26 with the following paragraph:

The CPU 21 implements each of the means described in the claims. The system memory 23 is structured such that it can memorize the historical state of the performance processing of the game. The historical state of the performance processing of the game means a processing state of the game in a predetermined period before the game is automatically ended or by pressing the pause button.

Please replace the paragraph beginning at page 6, line 5 with the following paragraph:

CPU 21 is connected to geometry processor 22 and system memory 23 via bus line 33, with its first system being connected to ROM for program data 24 and boot ROM 25 via bus arbiter 26 and bus line 33, its second system being connected to operating device 11 by way of [I/O] I/F 34, its third system being connected to externally extending connector 14, its third system being connected to audio processor 30, its fourth system being connected to rendering processor 27, respectively. Moreover, rendering processor 27 is connected to graphic memory 28 and video DAC 29. Audio processor 30 is connected to audio memory 31 and audio DAC32.

Please replace the paragraph beginning at page 6, line 17 with the following paragraph:

A predetermined program and an image processing program are stored in system memory 23 beforehand. A program for system [rising] start up is stored in boot ROM 25 beforehand.

Please replace the paragraph beginning at page 6, line 21 with the following paragraph:

CPU 21 reads the system activating program stored in boot ROM 25 and activates the system, and then, [perform] performs the processings relating each kind of calculations and

controls based on the program stored in system memory [ROM 22] 23. The processings includes selecting a preferable driving mode from a plurality of driving modes which were set beforehand, the processing which is peculiar to each driving mode, behavior calculation (simulation) processing of a car, and calculation processing of special effects.

Please replace the paragraph beginning at page 7, line 24 with the following paragraph:

Rendering processor 27 reads texture data from graphic memory 28, pastes the texture on the form data of the converted sight coordinate system, and outputs it to the frame buffer in the video DAC 29. The polygon screen (simulation result) of the car and the configuration of the ground (background) etc. and the scroll screen of the letter information etc. that are ~~temporary~~ temporarily stored in the frame buffer are synthesized in accordance with a designated priority and the final frame image data is generated at certain intervals. This frame image data is given D/A conversion, sent to display 12, and displayed in real-time as a game screen.

Please replace the paragraph beginning at page 8, line 9 with the following paragraph:

Moreover, operating device 11 is equipped with driving mode selection switch 11a, control wheel (steering) 11b, accelerator pedal 11c, brake pedal 11d, shift lever 11e, and view change switch 11f, etc. which the player operates. By operating these, the player can provide CPU 21 via I/F 34 with the driving information such as the driving mode selection information,

steering angle information, acceleration information, deceleration information, speed change gear shift position information, and the information of the view point of the camera located in the virtual 3 dimensional space, while watching the display screen of display 12.

Please replace the paragraph beginning at page 9, line 11 with the following paragraph:

After the player starts driving and a predetermined time passes, the game processing board performs the controlling processing for ending the game (game over) as a manner of ceasing the game. At the point the game is over, the images [in] on the screen of the game cease. When the game is over, a continuation display is provided. The continuation display has a clock display which counts down the seconds from 10 to 0 on the screen. If the player inserts a coin during the count down, it is possible to continue the game processing from the ceased state of the game, without ending the game completely and returning to the original starting point.

Please replace the paragraph beginning at page 11, line 2 with the following paragraph:

The reproducing amount of the historical state of the performance of the game is as follows. The performance history reproducing amount of the game, in short, an interval from the game ceasing point to the game resuming point can be fixed or changeable. In the former case, the interval is a predetermined time, for example, several seconds, or, a predetermined distance number, for example, 50-100m. In one example of the latter case, [said] the game

performance history reproducing amount is changed according to the characteristic value of the game[.]. [one] One example of such value is the processing speed of the game such as the speed of a virtual car at the game ceasing point. For example, when the speed of the car is high, the reproducing amount is large. Moreover, the game board can change the reproducing amount depending on the amount of time which has passed between the pause or [cease] ceasing of the game and the resumption of the game. Furthermore, if the player or the keeper of the game device sets the command input for optionally setting the reproducing amount in a predetermined storage area of the game board, it means, for example, that the game processing board controls to inversely play the screen during all the time the player continues to push a predetermined operation button at the time of inverse playing.

Please replace the paragraph beginning at page 13, line 22 with the following paragraph:

Fig. 4 is an altered example of Fig. 3. It indicates the situation where the described effect degree changes gradually from 0 to 1 from the game resuming point to the game continuing point. In Fig. 4, "a" indicates a case when the change rate of the effect degree is high at the game resuming point, and "c" indicates a case when the change rate of the effect degree is high at the game continuing point. Further, "b" indicates that the rate of change is ~~settled~~ constant from the game resuming point to the game continuing point. In the case of the embodiment shown in Fig. [3]4, the memory stores the behavior calculation value of the car etc. from the game resuming point to the game ceasing point, and because of this, the game

device adds the operation value of the player gradually to the storage value, conducts the behavior calculations, and continues the game from the game continuing point while reproducing the images of the calculation result. The game data after the game continuing point is the player's score value in the game. The player can make the situation after the game continuing point more favorable than the situation at the game ceasing point by taking advantage of the input means in the time from the game resuming point to the game continuing point.

Please replace the paragraph beginning at page 14, line 13 with the following paragraph:

When the effect degree (f) is from 0 to 1, the game processing board multiplies the value of this f [to] with the amount of the operation of the player and delivers it to the game processing means, and the game processing means performs a predetermined calculation processing regulated by the game program, by using the input values after the amendment.

Please replace the paragraph beginning at page 15, line 4 with the following paragraph:

~~The other~~ Another embodiment is ~~going to be~~ explained next. In this embodiment, when the game is temporarily ceased by pressing the pause button, the game processing board performs a control operation to continue the game, which is to be explained hereinafter. Moreover, in the game device having a pause function, the game is continued from the

pausing state by operating the pause button again. Conventionally, the game is continued immediately from the pausing state, however, in the game device according to this embodiment, the control operations in Fig. 2 to Fig. 4 can be implemented.

Please replace the paragraph beginning at page 16, line 9 with the following paragraph:

Both of area 1 and area 2 are structured such that they can renew and store, for every 6 seconds, all the game processing data in such period. The timing of each storing area to start storing is shifted [in] by 3 seconds. At the point of pushing down the pause button, the game processing board reads the data of the area which stores for more than 3 seconds. The data which was read is the data of more than 3 seconds and the automatic reproducing is performed in either method described hereinafter.

Please replace the paragraph beginning at page 16, line 18 with the following paragraph:

A method to automatically reproduce all the stored data of more than 3 seconds and to implement a count down display from 3 seconds before the game continuing point to the game continuing point can be practiced. A method to reproduce, during the pause, at high-speed the stored part of more than 3 seconds which was stored, cease the screen at the point 3 seconds before the game continuing point, and, after the pause is cancelled, perform reproducing from

3 seconds before the game continuing point as well as implement the count down display, can
be practiced.